Hobo Arena Requirement Specification

Functional:

<u>Battle:</u>

- Search for an enemy (Enemy is randomly generated)
- Earn Coins by defeating enemies
- Earn Score by defeating enemies
- Ability to attack the enemy
- Ability to run away from the enemy
- Ability to consume a Health Potion

<u>Explore:</u>

- Chance to find random amount of Coins
- Chance to find random amount of Health potions
- Chance to find Weapons
- Chance to be damaged

<u>Shop:</u>

- Ability to purchase different Weapons with Coins
- Ability to purchase Health Potions with Coins (Individual & In Bulk)

<u>Quit:</u>

- Display the players Score
- Should display the Highscores list
- Ability to submit score to Highscores list with custom display name

Non-Functional:

- Highscores list should be saved in and retrieved from a MySQL database
- The Highscores list should display scores in descending order

Interface Requirements:

Title Screen:

- Game art should be displayed
- Should have a 'Start Game' button which takes player to Main Menu

Main Menu:

- Player Stats Bar should display the players HP, Weapon, Coins and Potions
- Players Score should be displayed

Battle:

- Enemy's health should be displayed with a health bar
- Options available for "Attack" "Drink Potion" & "Run" as buttons

Shop:

- Should display different items as buttons
- Should display error if user has insufficient amount of coins
- Back button should be present to take user back to main menu

Quit/Death:

- Should display the Highscores as a table
- Should have a text field for users to enter display name
- Button to submit score

Title Screen

GAME LOGO

START BUTTON

Main Menu

HITPOINTS: WEAPON: POTIONS: COINS:

WHAT'S YOUR NEXT MOVE?

CHOICE 1

CHOICE 2

CHOICE 3

CHOICE 4

SCORE:

Battle Screen

HITPOINTS: WEAPON: POTIONS: COINS:

ENEMY HAS APPEARED CHOOSE YOUR MOVE!

PLAYER HP	ENEMY HP

CHOICE 1
CHOICE 2
CHOICE 3
CHOICE 4

SCORE:

Shop Screen

HITPOINTS: WEAPON: POTIONS: COINS:

BUY ITEM 1	BUY ITEM 2	BUY ITEM 3	BUY ITEM 4

CHOICE 1
CHOICE 2
CHOICE 3
CHOICE 4

SCORE:

SCORE:

HIGHSCORE TABLE

ENTER USERNAME

SUBMIT SCORE